



# Marko Sreckovic

Rendering engineer / Graphics programmer

Very passionate about programming and science in general. Also a creative person who loves to combine art with technology. Love learning new things and meeting new people.

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## WORK EXPERIENCE

### Senior Rendering engineer The Multiplayer Guys

04/2023 - Present

Remote

Achievements/Tasks

- Worked with Bethesda Game Studios on highly anticipated game Starfield
- Optimizing performance and memory usage
- Visual improvements and tools for existing graphical features
- Core tech: C++, DirectX 12

### Rendering engineer The Multiplayer Guys

09/2021 - 04/2023

Remote

### Graphics programmer Ubisoft

04/2021 - 09/2021

Belgrade, Serbia

Achievements/Tasks

- Working on Skull & Bones. The details of work are under NDA.
- Core tech: C++, DirectX 12, Vulkan

### Junior C++ Programmer Ubisoft

10/2019 - 04/2021

Belgrade, Serbia

Achievements/Tasks

- Working on a PvP for the game "Ghost Recon: Breakpoint"
- Porting "Assassins Creed: Unity" to Google Stadia platform. I was responsible for rendering part which includes porting graphics from DirectX 11 to Vulkan and optimization for given platform.

## EDUCATION

### Computer Science Faculty of Computing (Racunarski fakultet)

10/2016 - 09/2021

Belgrade, Serbia

### Natural sciences department Grammar school

09/2012 - 07/2016

Pozarevac, Serbia

## SKILLS

C++

Java

Python

Git

Perforce

Graphics APIs(Vulkan, DirectX, OpenGL)

## PERSONAL PROJECTS

### Render nodes (C++, OpenGL) [↗](#)

- Node editor for creating graphics engine
- Low level nodes used as access to graphics api and logic
- Main idea: Replace C++ and use nodes + shaders to make engine

### Graphics showcase (C++, DX12) [↗](#)

- Showcase of the graphics algorithms for specific things. Still working on new samples.
- Sample 1: Volumetric clouds - rendering clouds using raymarching, multiple detail layers, interaction between sun light and cloud, cloud animations etc.
- Sample 2: Grass rendering - rendering high amount of animated grass using instancing, patch division, culling algorithms, LODs...

### Forward+ Renderer (C++, DX12) [↗](#)

- Forward rendering engine with various optimizations/features
- Optimis: Tiled light culling, geometry occlusion culling, meshlet culling, indirect drawing, separate threads for loading textures/meshes
- Features: Shadows, Bloom, PBR, IBL, SSAO, Antialiasing(TAA,MSAA), GPU/CPU sync

### 2D Light simulator (C++, OpenGL) [↗](#)

- Mini 2D game engine that has focus on light simulation. Can produce very beautiful and unique 2D scenery.
- Simulation includes: Light occlusion, normal mapping, subsurface scattering etc.
- Geometry and light culling optimizations.

## LANGUAGES

Serbian

Native or Bilingual Proficiency

English

Full Professional Proficiency

Italian

Elementary Proficiency

## INTERESTS

Gaming

Chess

Piano

Guitar

Digital art

Speedcubing